



## Group #5:

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# Motivation

Sticking to exercise regime is difficult due to lack of time and low motivational levels.

Music makes exercise interesting,

Research shows that correct music can enhance the exercising experience, limit the feeling of compulsion and make the exercise productive.

Songs not matching the taste of the user may spoil his mood and demotivate him from continuing.

Exercise, when modified as a game to challenge friends and declare winner can create additional drive.

Analysing a workout is the most effective way of providing encouraging



# Contribution

Detects user's steps

Plays songs with equivalent bpm from user's youtube playlist.

Provides Training templates for exercise.

Provides Challenge mode to compete with friends.

Provide weather forecast for best time and place.

View Graphical representation to monitor exercise routines.



# Implementation

- Sign in with Google account
- Gets access to the user's youtube playlist details.
- The User begins his run.
- Sense user's steps per minute
- Calculate Beats per Minute (Bpm) of the songs via *Echonest API*
- Song with matching bpm is chosen from the user's Youtube account.



## Continued...

- User can challenge other app users to a Run
- The selected opponent/s are notified when user sends a challenge. The opponent can choose to accept/decline the challenge.
- Tournament mode, where one winner is declared from multiple challenges with leader board.
- Training templates for different levels of exercise.
- Graphical representation of data to track exercise details.
- Visualization of previous accomplishments over past week and month



# Database

